



Esports WTCR Launch Event

SPORTING REGULATIONS

VERSION 1.0

Index

A. GENERAL INFORMATION.....	4
§1 Introduction.....	4
§2 Staff List.....	4
2.1 General staff.....	4
§3 General rules.....	4
3.1 Reading and understanding the rules.....	4
3.2 General Behaviour.....	4
3.3 Cheating and usage of external software.....	4
3.4 Decisions by the Staff.....	5
§4 Organiser.....	5
4.1 Organiser of Esports WTCR.....	5
§5 Privacy.....	5
§6 Premature termination of the initiative.....	5
§7 Changes.....	5
§8 Legal disclaimer.....	5
B. SPORTING REGULATIONS – LEADERBOARD QUALIFIER.....	6
§9 General information.....	6
§10 Participation.....	6
10.1 Eligibility.....	6
10.2 Costs.....	6
10.3 Using Tickets.....	6
10.4 Free Tickets.....	6
10.5 Car.....	6
§11 Leaderboard Format, Championship and Points.....	7
11.1 Opening time.....	7
11.2 Server settings for Leaderboard.....	7
11.3 Scoring.....	7
11.4 Equipment.....	7
§12 Leaderboard Prizes.....	8
12.1 Prize pool and split.....	8
12.2 Payout.....	8
C. SPORTING REGULATIONS – FINAL RACES.....	9
§13 General information.....	9
§14 Participation.....	9
14.1 Eligibility.....	9
14.2 Grids.....	9
14.3 Briefing.....	9

§15 Event format.....	10
15.1 Race Format.....	10
15.2 Server settings.....	11
15.3 Points.....	12
15.4 Hardware.....	12
§16 On-Track Etiquette	13
16.1 Important basics.....	13
16.2 Start phase.....	13
16.3 Overtaking	13
16.4 Track Boundaries	13
16.5 Race Line.....	13
16.6 Qualifying.....	14
16.7 Lapping	14
§17 Off-Track Etiquette	14
§18 Incidents and Penalties.....	14
18.1 Definition of Incidents	14
18.2 Reporting Incidents	14
18.3 Penalties	15
§19 Prizes	16
19.1 Prize pool distribution – Multiplayer Championship.....	16
19.2 Rules for prize payout.....	16
19.3 Violations against the rules and effect on prize payout.....	17
19.4 Claiming prize money	17
19.5 Payout and taxes for drivers living outside Germany	17
§20 Broadcasts	17

A. GENERAL INFORMATION

§1 Introduction

The Esports WTCR Launch Event is an international simracing competition. It is staged by the FIA WTCR – Oscaro and takes place on 48 RaceRoom simulators in the ring°arena, Nürburgring.

§2 Staff List

2.1 General staff

Robert Wiesenmüller
Holger Stangl
Alexander Wurst
Manuel Staedel
Sascha Eckert
Jerommy Hartmann
J-F Chardon
Sebastian Knoblich
Georg Ortner

The Staff can be contacted via e-Mail at competition@raceroom.com

§3 General rules

3.1 Reading and understanding the rules

Every driver participating in any event of Esports WTCR is agreeing to having understood the rules, and is agreeing to obeying to the rules. By entering, you are bound to the rules. Failure to understand the rules is not an excuse.

If you have questions about certain rules, ask the staff via e-Mail.

3.2 General Behaviour

Every driver participating in any event of Esports WTCR must always show good behaviour. Any discriminatory or offending actions, words, posts or contents are forbidden and can lead to permanent exclusion of the events.

3.3 Cheating and usage of external software or hardware

It is not allowed to use external programs, data or tools that alter the functions of the simulation in order to gain a competitive advantage. Drivers caught cheating in any part of the championship will be excluded from all parts of Esports WTCR.

In case no usage of illegal tools can directly be proven in the files, but video evidence makes it obvious that the driving behaviour is outside of limits set by normal useage of the game, a ban can still be issued.

3.4 Decisions by the Staff

The decisions made by the RaceRoom staff are binding. If a situation is not covered by the rules, the RaceRoom Staff will have the final decision on it. Any statements made by the RaceRoom Staff at the Event, that are specified as rules, also count as rules and have to be accepted by all drivers.

§4 Organiser

4.1 Organiser of Esports WTCR

RaceRoom Entertainment GmbH
Aspachweg 14
74427 Fichtenberg
Germany

§5 Privacy

All personal data is collected and processed in accordance with the statutory provisions governing data protection in Germany. Only the personal data that is required to handle the journey is collected and forwarded onto partners of RaceRoom. All employees and partners of RaceRoom are obliged by RaceRoom to maintain data secrecy. Data is only transferred to state agencies or authorities within the framework of legal regulations. The participant agrees to this. The data is deleted after the competition has been carried out.

§6 Premature termination of the initiative

RaceRoom has the right to terminate or cancel the initiative at its discretion at any time. No claims can be derived from any premature termination.

RaceRoom has the right to exclude one or more participants from taking part in the competition in the event of any manipulations or attempted or suspected manipulation.

§7 Changes

RaceRoom explicitly reserves the right to amend or modify these conditions at any time, with effect for the future. The competitors shall be notified about this at a suitable point.

§8 Legal disclaimer

There is no legal recourse. The law of the Federal Republic of Germany applies exclusively and the jurisdiction of RaceRoom shall apply in the event of a dispute. If any of the abovementioned provisions in these conditions of entry should be ineffective or contain a loophole, the other provisions shall remain unaffected by this. Ineffective or incomplete provisions shall be maintained with effective content which comes as close as possible to reflecting the sense of the ineffective content.

By participating, the user automatically accepts the conditions of entry.

B. SPORTING REGULATIONS – LEADERBOARD QUALIFIER

§9 General information

The leaderboard qualifier will be held onsite in the ring°arena, Nürburgring Boulevard 1, 53520 Nürburg, Germany.

§10 Participation

10.1 Eligibility

As long as you have read and agreed to the rules of this rulebook, and you have purchased or won a ticket for a leaderboard session, you can enter the Leaderboard. Make sure to enter an e-mail address that you have access to, and bring an ID, passport or driver license so you can be identified.

10.2 Costs

A 10 minute leaderboard session costs 10€. You can purchase tickets directly at the counter in the ring°arena. There is no limit on how many tickets you can use.

10.3 Using Tickets

To use a ticket, you have to type in your name and your e-mail address into the terminal, as well as the code that is printed on the ticket. The terminal will then automatically assign you to a simulator, on which you can drive your timed sessions.

10.4 Free Tickets of eSports WTCC

Drivers who have participated in the last season of eSports WTCC have won free tickets for the leaderboard. Free tickets will be handed out at the counter, at the event. In order to receive the tickets, you need to print out the document which was sent via mail and also bring a legal document, such as a passport, ID or driver license. You will only receive one ticket at a time, then you have to go back and get the next ticket. Sharing or selling the tickets is not allowed, and may lead to an exclusion of the tournament.

10.5 Car

The following car is eligible for the competition:
- Audi RS 3 LMS

§11 Leaderboard Format, Championship and Points

11.1 Opening time

Thursday, May 10th, 11:00 – 22:00

Friday, May 11th, 10:00 – 16:00

In case of low visitor frequency, RaceRoom reserves the right to close the Thursday session earlier. It is the same leaderboard for both days, there is no daily reset.

11.2 Server settings for Leaderboard

Difficulty: GetReal

Fuel Usage: Off

Tyre Wear: Off

Mechanical Damage: Off

Damage: Off

Fixed Setups: Yes

Cut Rules Penalties: Active

Automatic Gears: Allowed

View: free choice

Game time: Noon

Weather: Default

The track will be announced at the event.

11.3 Scoring

There are no points. The laptime that you set is the relevant information for scoring. All drivers are ranked on one leaderboard, with the driver with the fastest laptime ranked in first place.

If two drivers set the same time, the driver who drove the time first will be ranked ahead of the other driver.

The official leaderboard results will be published here:

<https://forum.sector3studios.com/index.php?threads/esports-wtcr-launch-event-important-updates.10601/>

11.4 Equipment

Contestants will hotlap on RaceRoom simulators with Logitech G27 wheels and pedals. Participants are not allowed to perform settings tweaks on the wheels and/or pedals. The car setup is fixed, with only brake bias adjustable via the steering wheel.

Participants will be provided over the course of the event with headsets, but are also free to bring their personal headphones with a standard jack plug.

§12 Leaderboard Prizes

12.1 Prize pool and split

In total, 5000 € will be paid out on the Leaderboard. Prize money on the leaderboard will be paid out according to the following table:

Position	Payout	Position	Payout
1	750,00 €	26	70,00 €
2	400,00 €	27	67,50 €
3	300,00 €	28	65,00 €
4	200,00 €	29	62,50 €
5	180,00 €	30	60,00 €
6	170,00 €	31	57,50 €
7	160,00 €	32	55,00 €
8	150,00 €	33	52,50 €
9	140,00 €	34	50,00 €
10	130,00 €	35	47,50 €
11	125,00 €	36	45,00 €
12	120,00 €	37	42,50 €
13	115,00 €	38	40,00 €
14	110,00 €	39	37,50 €
15	105,00 €	40	35,00 €
16	100,00 €	41	32,50 €
17	95,00 €	42	30,00 €
18	90,00 €	43	27,50 €
19	87,50 €	44	25,00 €
20	85,00 €	45	22,50 €
21	82,50 €	46	20,00 €
22	80,00 €	47	17,50 €
23	77,50 €	48	15,00 €
24	75,00 €	49	12,50 €
25	72,50 €	50	10,00 €

12.2 Payout

The procedure about receiving prize money is defined in §20

C. SPORTING REGULATIONS – FINAL RACES

§13 General information

The final races will take place at **12 May** in the ring°arena, Nürburgring Boulevard 1, 53520 Nürburg, Germany. Drivers are expected to be present between 13:00 and 00:00, at the very least between 16:30 and 00:00. All expenditures of journey, accommodation are to be covered by the participants themselves.

By confirming their participation in the event each participant declares his or her unlimited agreement to all terms in this document. RaceRoom has the right to amend the terms and conditions at any time also being effective for future terms. The applicants will be notified accordingly.

§14 Participation

14.1 Eligibility

As long as you have read and agreed to the rules of this rulebook, and you have qualified on the on-site leaderboard (specified in §9), you are eligible to compete in the event. You have to bring a legal document, such as a passport, driving license or similar, so that you can be identified.

14.2 Grids

The 88 fastest drivers of the on-site leaderboard will qualify for the multiplayer races.

Position 1 to 22 – Division 1
Position 23 to 44 – Division 2
Position 45 to 66 – Division 3
Position 67 to 88 – Division 4

The grids will be announced in the arena, after the end of the leaderboard session

In addition, you will be able to see your grid position under the following link:

<http://globalevo.raceroom.de/Leaderboard.aspx?compid=299981>

If a driver does not show up for the final races, no other driver will move up to take the position. The place will remain empty.

Throughout the event, the Divisions are fixed. You cannot move up or down a Division.

14.3 Briefing

All drivers must be present at the briefing which takes place at 16:50 in the ring°arena. Not showing up for the briefing means that you are not allowed to start. The exact location of the briefing will be communicated in the arena.

§15 Event format

15.1 Race Format

PROVISIONARY SCHEDULE (subject to change based on onsite situation)

Logitech simulators:

17:30	Division 4	Practice session – Zandvoort
17:40	Division 4	Qualifying – Zandvoort
17:50	Division 4	Race – Zandvoort (20 minutes)
18:30	Division 3	Practice session – Zandvoort
18:40	Division 3	Qualifying – Zandvoort
18:50	Division 3	Race – Zandvoort (20 minutes)
19:30	Division 4	Practice session – Hungaroring
19:40	Division 4	Qualifying – Hungaroring
19:50	Division 4	Race – Hungaroring (20 minutes)
21:00	Division 3	Practice session – Hungaroring
21:10	Division 3	Qualifying – Hungaroring
21:20	Division 3	Race – Hungaroring (20 minutes)
22:00	Division 4	Practice session – Nordschleife 24h layout
22:10	Division 4	Qualifying – Nordschleife 24h layout – private session
22:20	Division 4	Race – Nordschleife 24h layout (3 laps)
23:00	Division 3	Practice session – Nordschleife 24h layout
23:10	Division 3	Qualifying – Nordschleife 24h layout – private session
23:20	Division 3	Race – Nordschleife 24h layout (3 laps)

Fanatec simulators (main stage):

17:30	Division 2	Practice session – Zandvoort
17:40	Division 2	Qualifying – Zandvoort
17:50	Division 2	Race – Zandvoort (20 minutes)
18:30	Division 1	Practice session – Zandvoort
18:40	Division 1	Qualifying – Zandvoort
18:50	Division 1	Race – Zandvoort (20 minutes)
19:30	Division 2	Practice session – Hungaroring
19:40	Division 2	Qualifying – Hungaroring
19:50	Division 2	Race – Hungaroring (20 minutes)
21:00	Division 1	Practice session – Hungaroring
21:10	Division 1	Qualifying – Hungaroring
21:20	Division 1	Race – Hungaroring (20 minutes)

22:00	Division 2	Practice session – Nordschleife 24h layout
22:10	Division 2	Qualifying – Nordschleife 24h layout – private session
22:20	Division 2	Race – Nordschleife 24h layout (3 laps)
23:00	Division 1	Practice session – Nordschleife 24h layout
23:10	Division 1	Qualifying – Nordschleife 24h layout – private session
23:20	Division 1	Race – Nordschleife 24h layout (3 laps)

After the end of all races, a victory celebration will be performed and drivers receive their trophies.

The message “get ready to qualify” will appear on the screen before the start of qualifying. When the timer reaches zero, the server then proceeds to showing the qualifying results, then moves on directly to the race session (no more warm-up session). All the participants are placed on the starting grid in the order of the qualifying results. Contestants will perform a standing start. There is NO formation lap. Starting lights will appear on-screen and the race starts when all lights are off. When the race session timer reaches zero, drivers complete their current lap and the race ends once they all have crossed the finish line. A timer starts counting down once the leader has crossed the finish line. Any car still on the track when that timer reaches zero will have its current position taken as official result.

The race will not be restarted because of on-track incidents. In the case of technical issues, the decision about a potential race restart will be made by the staff.

15.2 Server settings

Difficulty: GetReal
Fuel Usage: On
Tyre Wear: Normal
Mechanical Damage: Off
Damage: Off
Qualifying: Unlimited laps, open session (Exception: Nordschleife will be run with private session)
Formation Lap: No
Type of Start: Standing
Time Scale: Normal
Fixed Setups: Yes, standard setup (brake bias can be changed on the wheel in Division 1 and 2)
Flag Rules: Disabled
Cut Rules Penalties: Active, slowdown
Mandatory Pitstop: Off
Automatic Gears: Allowed
View: free choice
Game time: Noon
Weather: Default

15.3 Points

Points will be awarded, for each Division separately, according to the following scheme:

Position	Points
1	50
2	40
3	34
4	29
5	26
6	24
7	22
8	20
9	18
10	16
11	14
12	12
13	10
14	9
15	8
16	7
17	6
18	5
19	4
20	3
21	2
22	1

At the end of the races, the points of the three tracks will be added. Penalty points will be subtracted from the points.

In case of a points tie, the amount of wins is the deciding factor. If the amounts of wins are the same, 2nd places count, then 3rd places and so on. If there is still a tie in the end, the on-site leaderboard time will be the deciding factor.

The official results will be published in the week after the event here:

<https://forum.sector3studios.com/index.php?threads/esports-wtcr-launch-event-important-updates.10601/>

15.4 Hardware

Contestants will race on RaceRoom simulators. Divisions 1 and 2 will drive with Fanatec wheels and pedals (CSL pedals, V 2.5 wheelbase, CSL P1 wheel). Divisions 3 and 4 will drive with Logitech G27 wheels and pedals. Participants are not allowed to perform settings tweaks on the wheels and/or pedals. The car setup is fixed, with only brake bias adjustable via the steering wheel.

Participants will be provided over the course of the event with headsets, but are also free to bring their personal headphones with a standard jack plug.

Just like in technical problems in real racing, we cannot exclude the possibility of hardware failures. There will be no restarts if there are hardware failures, and players affected by hardware failures will not be compensated.

While being on the stage, touching cables or simulators of other teams is strictly forbidden and may lead to a disqualification.

§16 On-Track Etiquette

16.1 Important basics

First of all, make sure that you are always in control of your car. This is the most important rule. Inability to control your car is not an excuse if you cause an accident.

Remember at all times that you are driving with other humans. So stay humble, and race with respect.

Also remember, you are in an official competition hosted by the FIA WTCR, competing with your real name in front of a live audience and on stream. You do not want to make a fool out of yourself.

16.2 Start phase

In the start phase, you have to be extra careful. It is very easy to cause an accident affecting many cars. Start phase accidents will be penalized more harshly.

16.3 Overtaking

Overtaking is one of the most crucial parts of racing. All drivers involved in an overtaking move must show respect and drive with care. Do not force a chasing car off the track by leaving too little room. Do not change your line in the braking zone. If the attacking car is alongside going into a corner, drivers must adjust their line to avoid contact. Blocking a car that has an overlap is not allowed. An overlap is defined that the front of the attacker's car is at least next to the rear tyres of the defender's car. Excessive divebombing is also not allowed.

If you make an unfair overtake, give the position back.

16.4 Track Boundaries

The track boundaries are marked by the white lines. You have to keep two wheels within the white lines at all times. Kerbs count as track. When you exceed the track boundaries, you will receive an automatic slow down penalty.

16.5 Race Line

In terms of race line participants can protect their position by changing line once. Weaving and blocking is not allowed. If you re-enter the track, you have to be extremely careful and should not defend against the cars on track that are approaching with higher speed.

16.6 Qualifying

In qualifying, it is your own responsibility to find free space on the track when starting a hot lap. A car on a hot lap does not have to yield for a faster car approaching from behind. If you are on an in- or out-lap, however, you have to let faster cars pass you without blocking them. If you are on a fast lap approaching a slow car, flashing your lights is a way of notifying them that you're on a fast lap. You are allowed to take the shortcut at the end of the GP circuit to start your laptime.

16.7 Lapping

When being lapped, a participant needs to have a predictable trajectory and keep a regular trajectory and speed. Excessive maneuvers such as braking earlier/harder or changing lines to try and facilitate the lapping usually end up in misunderstandings. Participants need to be aware of their surroundings and yield to a car lapping them by simply not fighting for position. Make sure to use the look back, left and right buttons on your wheel.

§17 Off-Track Etiquette

All other teams, drivers, spectators and staff must be treated with respect. Any discriminating, insulting or violent behaviour, attempts of manipulation or damaging equipment will lead to penalties, from a warning over a disqualification up to a lifetime ban from RaceRoom events, and will also result in the prize money not being paid out.

§18 Incidents and Penalties

18.1 Definition of Incidents

"Incident" means any occurrence or series of occurrences involving one or more drivers, or any action by a driver, which include (but is not limited to):

- Causing a collision which disadvantages competitors.
- Forcing a driver off the track.
- Illegitimately preventing a legitimate overtaking manoeuvre by another driver.
- Illegitimately impeding another driver during overtaking.
- Dangerous driving.
- Lack of respect, foul language or bad attitude towards other drivers, staff, or the spectators
- Violations of track boundaries
- Unsafe track entry
- Deliberate wrecking

18.2 Reporting Incidents

18.2.1 Report procedure

If you feel like another driver has disadvantaged your race, you can report him to the stewards at the event. Report forms will be provided at the location.

Your name:

Offending team:

Session time left, when the accident happened:

Corner or track section:

Short description of the incident:

Separate incidents have to be covered in separate reports.

The report form has to be handed over to a staff member.

18.2.2 Rules for reports

You can only report incidents which have affected your own race. Reporting scenes that have no influence on your race is not allowed and the reports will be ignored.

18.2.3 Deadline for reports

Incident reports have to be provided up to 15 minutes after the race.

18.2.4 Appealing penalties

Appealing penalties after the fact is not possible.

18.2.5 Conduct with report and defence statements

Any reports that contain disrespectful or discriminatory comments towards the race direction or other competitors will be ignored, and the offender will be excluded from future events of Esports WTCR.

18.2.6 Automatic staff reviews

The staff has the right to investigate incidents that are visible on the broadcast.

18.2.7 Incident review format

Incidents will be investigated after the race.

Incidents involving cars that have finished on the podium, or involving drivers who are in the top 5 of the standings of their respective division, will be reviewed directly after the event, backstage, in the arena.

Incidents involving other cars will be investigated after the event, in the week afterwards, online.

18.3 Penalties

In cases where no driver is disadvantaged, but the offending driver still violated the rules, a warning is given.

In cases where the offending driver violated the rules, and the victim only loses a position to the offender, the positions will be swapped.

In cases where the offending driver violated the rules, and the victim loses time or multiple positions, the offender will receive a 10 points penalty.

In extreme cases, the offender will receive a 20 points penalty.

In cases where a driver deliberately wrecks another competitor, the offender will be disqualified.

In difficult scenes, it is up to the stewards to pick the appropriate penalties.

If a driver is a repeat offender, the next highest penalty will be given.

This penalty point catalogue is not complete. If you find a new way to break the rules which is not covered here, you will still receive a penalty.

§19 Prizes

19.1 Prize pool distribution – Multiplayer Championship

In total, 20.000€ will be paid out for the multiplayer championship, split across 88 drivers. Prize money will be paid out according to the official multiplayer points of the championship according to §15.3. The final official standings are relevant for the payout.

DIVISION 1		DIVISION 2		DIVISION 3		DIVISION 4	
Position	Payout	Position	Payout	Position	Payout	Position	Payout
1	3.200,00 €	1	400,00 €	1	240,00 €	1	160,00 €
2	2.400,00 €	2	300,00 €	2	180,00 €	2	120,00 €
3	1.600,00 €	3	200,00 €	3	120,00 €	3	80,00 €
4	1.280,00 €	4	160,00 €	4	96,00 €	4	64,00 €
5	1.120,00 €	5	140,00 €	5	84,00 €	5	56,00 €
6	960,00 €	6	120,00 €	6	72,00 €	6	48,00 €
7	800,00 €	7	100,00 €	7	60,00 €	7	40,00 €
8	640,00 €	8	80,00 €	8	48,00 €	8	32,00 €
9	480,00 €	9	60,00 €	9	36,00 €	9	24,00 €
10	320,00 €	10	40,00 €	10	24,00 €	10	16,00 €
11	320,00 €	11	40,00 €	11	24,00 €	11	16,00 €
12	320,00 €	12	40,00 €	12	24,00 €	12	16,00 €
13	320,00 €	13	40,00 €	13	24,00 €	13	16,00 €
14	320,00 €	14	40,00 €	14	24,00 €	14	16,00 €
15	240,00 €	15	30,00 €	15	18,00 €	15	12,00 €
16	240,00 €	16	30,00 €	16	18,00 €	16	12,00 €
17	240,00 €	17	30,00 €	17	18,00 €	17	12,00 €
18	240,00 €	18	30,00 €	18	18,00 €	18	12,00 €
19	240,00 €	19	30,00 €	19	18,00 €	19	12,00 €
20	240,00 €	20	30,00 €	20	18,00 €	20	12,00 €
21	240,00 €	21	30,00 €	21	18,00 €	21	12,00 €
22	240,00 €	22	30,00 €	22	18,00 €	22	12,00 €

19.2 Rules for prize payout

In order to claim any prize money, you have to start all three races of your division. If you qualify for the multiplayer races, but do not attend all the races, you will receive no prize money from the multiplayer pool. One exception: If technical difficulties on the side of RaceRoom prevent you from starting a race, we will still pay out.

19.3 Violations against the rules and effect on prize payout

Violations against §3 of this rulebook, §17 of this rulebook, §18.2.5 of this rulebook and §18.1 of this rulebook may lead to an exclusion of the event. As soon as you are excluded from the event, no prize money will be paid out for you.

19.4 Claiming prize money

In order to claim your prize money, you need to message the RaceRoom team within two weeks after the publication of the official results under competition@raceroom.com

You need to message us from the same e-mail with which you registered at the terminal at the event.

You have to provide the following information:

Name:

Address:

City:

Country:

IBAN:

BIC (if you are located outside Germany):

19.5 Payout and taxes for drivers living outside Germany

If you have your permanent residence outside Germany, for any winnings over 250€, taxes apply according to §50a EStG. The tax is 30%, plus an additional 5,5% solidarity surcharge on the tax. Therefore, the sum that is paid out is reduced.

Income-related costs, such as the cost of travelling and accommodation, can be subtracted from the part of the total sum that has to be taxed.

The exact paid out sum will differ from case to case, depending on the cost of travelling and accommodation.

§20 Broadcasts

The multiplayer races will be streamed on the Facebook, YouTube, and Twitch channel of RaceRoom. The Division 1 races will be streamed additionally on the Facebook and YouTube channel of the FIA WTCR. All streams are in English language.